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GLOSSARY OF TERMS

1. Binary-coded decimal. A system of character coding in which decimal digits are coded in terms of binary digits.

2. Central processor. A unit of a computer that includes the circuits controlling the interpretation and execution of instructions.

3. Character. A letter, digit, or other symbol that is used as part of the organization, control, or representation of data.

4. Character code. The bit pattern assigned to a particular character in a coded character set.

5. Character-oriented equipment. Equipment which acts upon individual characters as contrasted to one which operates upon binary data.

6. Coded character set. A set of characters together with the code assigned to each character for machine use.

7. Collate. To combine items from two or more ordered sets into one set having specified order not necessarily the same as any of the original sets.

8. Collating sequence. An ordering assigned to a set of items, such that any two sets in that assigned order can be collated.

9. Compiler. A computer program that prepares a machine language program from a program written in another programming language.

10. Floating point. A number system in which numeric information is represented by an integral number multiplied by a specified power of a fixed positive integer base.

11. Format. The arrangement of data.

12. Hollerith. Pertaining to a particular type of code or punched card utilizing 12 rows per column and usually 80 columns per card.

13. Machine-independent software. Software having characteristics that are independent of the particular machine models upon which it is executed.

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14. <u>Machine processible form</u>. Information coded in a language that can be used directly by a machine.

15. <u>Media</u> (plural of medium). The material, or configuration thereof, on which data is recorded, e.g., paper tape, cards, magnetic tape.

16. <u>Packed numerics</u>. Numeric data coded in a compressed manner taking advantage of known characteristics of the data and the medium used for storing and processing the data.

17. <u>Peripheral equipment</u>. In a data processing system, any unit of equipment, distinct from the central processor, which may provide the system with outside communication.

18. <u>Programming language</u>. A language used to prepare computer programs.

19. <u>Pure binary</u>. A code that makes use of exactly two distinct characters, usually 0 and 1.

20. <u>Remote-access</u>. Pertaining to communication with a data processing facility by one or more stations that are distant from that facility.

21. <u>Software</u>. A set of computer programs, procedures, rules and possibly associated documentation concerned with the operation of a data processing system.

22. <u>Source data automation</u>. Automatic capture of information at the source in a form that can be used directly by a machine.

23. <u>Validation</u>. The act of testing for compliance with a standard.